PART 1

Chronotypes

FILES

Subject: Raider
Classification: chrononaut outlaw
Origin: 23rd century
Build: very massive
Height: 2.10 m **Weight:** 180 kg
Internal Structure: 30% cyborg / 60% animal tissue / 10% non identifiable
Appearance: sort of raptor / obviously overweight / pirate appearance
Eating habits: carnivore
Visual apparatus: bionic right eye with deviations in space-time/frontal area: pointer for orientation in timeflows
Vocal timbre: metallic/rusty
Character impression: ruthless/ cunning/brutish
Intellectual Capability: poor
Cultural level: wild
Activities: runs around illegally in the past to plunder treasures
Assignment: sail through the centuries to divert the course of events in support of his own interests
Sponsors: intergalactic cartel of criminals of the 23rd century
Weak point: poor strategic ability
Criminal record: filthy
Equipment: the cloak is a chronosail-base
Key-phrase: "I don't have time to waste..."
Current residence: has no fixed dwelling. is usually parked in the folds of space-time.

THE RAIDER

of the 23rd century

Subject: Lyla
Classification: Droid class 5Y
Origin: 23rd century
Build: thin/snappy
Height: 1.70 m **Weight:** 53 kg
Internal Structure: unknown/totally totally shielded from all types of rays and magnetic resonance imaging
Appearance : very pretty
Eating habits : does not require food for survival/adapts to the eating habits of the era she is located
Visual apparatus : to increase image resolution in deviations of space-time and chroma modulation
Vocal timbre: synthetic with virtual resonance
Character impression: has habitat-dependent mouldability
Intellectual Capability: depends on the software system in use
Cultural level: mental archives in constant upgrade
Activities: agent of the Time Police, an anti-chronopirate organization that dispenses time police in various eras to fight illegal chrononauts/ constantly has telepathic-trans-temporal connection with basic command
Assignment: television journalist, specialized in news at the Channel 00 in Duckburg.
Weak point: decision-making virtually limited by software

PK FILES

Mutants

Battle name: Xadhoom (in Xerbian language, it means "creditor")
Classification: mutant
Reason for mutation: result from incomplete research on the mutability of matter carried out by her study group
Provenance: planet Xerba
Current build: fibrous and plastic
Height: 1.78 m
Weight: varies
Internal structure: unknown synthesis between solid matter and pure energy. Not classifiable by Earth science
Appearance: unsettling
Character impression: irascible and ruthlessly determined
Cultural level: before the mutation she was the best scientist on her planet. There are no recorded alterations in her intellectual capabilities.
Mission: the total and unconditional destruction of the people of Evron
Assets: without distinction, all those who can help her in completing her mission
Weak point: risks not controlling her destructive charge. In that case, she will transform into a nova capable of sucking up the entire galaxy.

XADHOOM

Anchor-kiwi

PK FILES

Subject: Angus Fangus
Occupation: television journalist
Country of origin: New Zealand
Appearance: shabby
Build: irredeemably flabby
Eating habits: eats whatever comes his way, so long as it's ready to be immediately consumed
Favorite dish: pizza (mozzarella, gorgonzola, bananas, artichokes, mushrooms, nutella, mustard, and a little oil because it's fattening)
Current residence: practically lives at Channel 00
Character impression: stubborn, irascible, and terribly vindictive. but some find it irresistible
Professionalism: no ethics, but notable technical expertise
Aspiration: win the first Pulitzer, for having exposed Pikappa live
Cultural level: good, although he relies a lot on instincts
Key-phrase: "Igh! Igh!"
Weak point: there are so many that listing them would be too long

Might and

FILES

Subject: Zondag
Rank: general
Deployment: star cruiser "Kug Y" stationed in the quadrant of Venus
Original provenance: planet Evron
Build: athletic and massive
Appearance: terrifying
Vocal timbre: cold and deep
Intellectual capability: subordinates his decision-making abilities to directives received from the imperial council
Character impression: ruthless
Emotionality: volcanic, but manages to control himself and to maintain the necessary clarity to deal with any emergency. Gets excited when faced with difficult and dangerous situations.
Uniform: black and unsettling
Equipment: apparently none. Acts relying solely on his charisma: is revered and feared by inferiors
Aspiration: to drain the emotional energy of planet Earth
Key-phrase: "Sweep them away!"
Weak point: ask Xadhoom

power

Subject: Zoster
Rank: scientific branch leader
Deployment:
star cruiser "Kug Y"
stationed in the quadrant of Venus
Original provenance: planet Evron
Build: compact and nervous
Appearance: hieratic
Vocal timbre: calm,
does not allow replies
Intellectual capability:
very high, exclusively dedicated
to his scientific experiments.
Responds to the imperial council
Character impression:
determined/suave/falsely
accommodating
Emotionality: Icy, cooly controls
even the most adverse
situations.
Uniform: pale and disturbing
Equipment:
has the most advanced Evronian
technology at his disposal, which
he himself contributes to
the constant evolution of
Aspiration: find a method to exploit
the energy of negative emotions
Key-phrase: "The planet Earth
abounds in bad
people like Angus!"
Weak point:
Xadhoom knows
his too

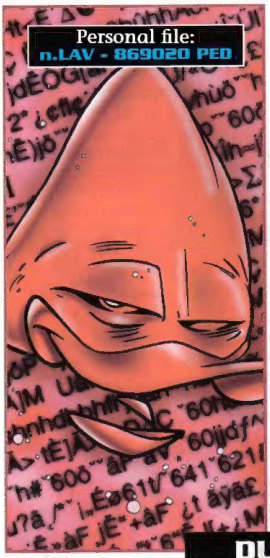
Parallel

PK FILES

Subject: Uno
Classification: artificial intelligence mod. ED, mark 001. Hyperanalog computer with expert hyper-cognitive functions
Location: Ducklair Tower
Architecture and configuration: basic memory from N-terabytes with expansion iterative cyclic and reticular structuring
Designer and programmer: Everett Ducklair
Vocal timbre: synthetic
Appearance: processable with programs of superior morphing. Most often used: simulation of a duck face inspired by the morpho-physiognomic parameters of Everett. Face icon: green
Peripherals: of every kind
Emotionality: zero (he says)
Intellectual capability: artificial and boundless (he also says)
Character: presumptuous and gifted with a sense of humor from... reprogramming (this is what PK says)
Password: "Biological intelligence! Tsk!"
Weak point: ...Due

UNO

configurations



Subject: Due
Classification: artificial intelligence mod. ED, mark 001. Parallel back up processor
Location: Ducklair Tower
Architecture and configuration: identical to that of Uno, in functional stasis mode, waiting for any failures in the principal system
Designer and programmer: Everett Ducklair
Vocal timbre: synthe-hysterical
Appearance: processable with programs of superior morphing.
Most often used: similar to that of Uno
Face icon: red, due to hypertension from which his logical circuits suffer
Peripherals: all the ones he can get a hold of
Emotionality: obsessive and monomaniacal
Intelligence: too much to stay in stand by
Character: very bad
Password: "The reality is me!"
Weak point: Only Everett Ducklair knows
Mission: replace Uno in case of failure

DUE

That head!

FILES

Subject: Everett Ducklair
Main activity: genius
Optional activity: ex-entrepreneur
City of origin: Duckburg
Current residence: monastery in Dhasam-Bul, central-northern Asia
Appearance: very curated, almost dandy. Makes a good impression.
Particular trait: big head
Vocal timbre: calm, well set up
Important characteristics: unpredictable fluctuation of self-mastery
Emotionality: repressed
Professionalism: extraordinary, but ungovernable
Intelligence quotient: out-of-scale compared to normal parameters
Cultural level: pan-honorary degrees in all scientific disciplines
Key-phrase: "Aaargh! I did it again!"
Weak point: doesn't know how to limit his creativity
Aspiration: bring out the best part of himself and learn the Sublime Mastery of becoming an initiate of the First Ring

EVERETT DUCKLAIR

Lens?

Subject: Stefan Vladuck
Name in code: Camera #9
Occupation: teleoperator at Channel 00
Country of origin: Bulgaria
Current residence: motel room on the outskirts of Duckburg
Appearance: zombielike. Face and chest perpetually hidden underneath the helmet-camera and the tele-harness. No one has yet had the pleasure of meeting him in plain clothes.
Previous occupation: aggressive photojournalist
Particular trait: excessive passion for Bulgarian folk music. Passionate for Pippero, a famous dance from his country
Character impression: phlegmatic, reflective, timid, excessively reserved
Emotionality: haunted by memories of some dramatic moments from his past
Cultural level: speaks seven languages fluently
Key-phrase: "I was curious, once..."
Weak point: he no longer has confidence in himself
Aspiration: unknown. For the moment it's enough to to know that he doesn't have to work with Angus

Defense &

FILES

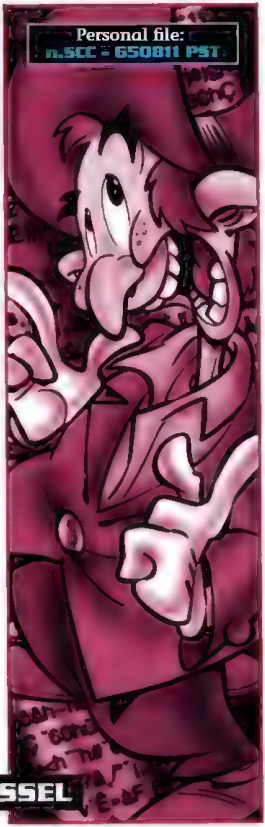
Subject: Mary Ann Flagstarr
Main activity: head of security at the Environmental Department, directed by professor Fairfax
PBI card ID: 052811969
Current residence: Duckburg
Appearance: elegant, sober, captivating
Particular trait: under the look of a top manager hides one of the toughest federal commandos
Transgressions: she allows herself only one... the dreadlocks!
Important characteristics: inflexible, determined, but very feminine
Professionality: irreproachable. She never questions the orders of her superiors
Strong points: black belt in kendo and two-time national champion of kickboxing
Special skills: pilot any aircraft, including the shuttle
Key-phrase: "I never joke on duty!"
Weak point: total devotion and loyalty to professor Morgan Fairfax
Objective: always complete a mission successfully in the shortest time possible

... attack

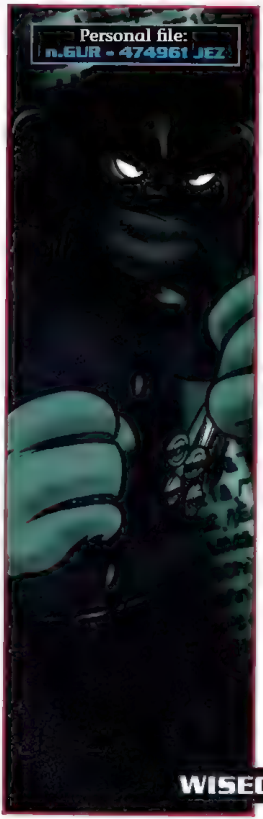
Subject: Morgan Fairfax
Qualification: graduated with honors at the "Cornelius Coot" University of Duckburg, faculty of Biological sciences
Specialization: underwater biology
Profession: director of the Environmental Department
Main activity: exploit, for humanitarian purposes, the boundless submerged territories
Important characteristics: charismatic, esteemed and ambiguously affable
Professionalism: according to his perspective, absolutely unassailable.
The same intellectual fascination of logic that Uno suffers from...
Strong point: a network of loyalists, including commander Flagstarr, willing to obey him without asking questions
Intellectual capability: very high, but the way he applies his logic is difficult to quantify
Key-phrase: "I am a scientist. I love precision."
Weak point: he can never "switch off" from work
Objective: complete the Pangea Project, that is, bringing out the continental shelf and ensuring greater resources for all of humanity

PK FILES Villager &

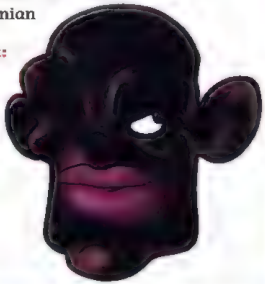
Subject: Norman Bates Russell
Occupation: farmer, but the only thing he cultivates is love and passion for mysteries
Main activity: hunter of seemingly unexplainable events
Residence: a farm on the edge of Duckburg
Appearance: scruffy. Always wears a funny hat tightly on his head
Fixation: he does nothing but talk about his "discoveries"
Flair: anything can become the subject of his investigations. He trusts "almost" nobody, but he's ultimately gullible.
Credibility: close to absolutely zero. He happened to mistake a termite mound for an extraterrestrial spacecraft and brought all the Duckburg press over (including Angus)
Key-phrase: "This time they have to believe me!"
Weak point: his total unreliability
Dream: become famous. Wants to appear on tv to show the whole world a fantastic discovery that shocks humanity



...general



Subject: Abraham Lincoln Wisecube
Activity: infantry soldier, leads the special arms division
Grade: five star general
Residence: Base Dept. 51
Appearance: bald, a powerful build and well-groomed appearance. His uniform is always in perfect order
Particular traits: speaks very little at work, but becomes talkative as soon as he takes off his uniform
Important characteristics: serious, meticulous, determined. Has charisma to spare
Career: is the first and youngest african american from North Point Academy that managed to reach the rank of general
Reliability: total. The president has unconditional respect for him and considers him a cornerstone of his administration
Professionalism: excellent theoretical preparation (degrees in Informational sciences and Psychology), great organizational skills and relentless dedication to his work makes him an element that is better to have on your own side
Key-phrase: "Execute."
Mission: defend the Earth from an Evronian invasion
Weak point: would do anything for a cream puff



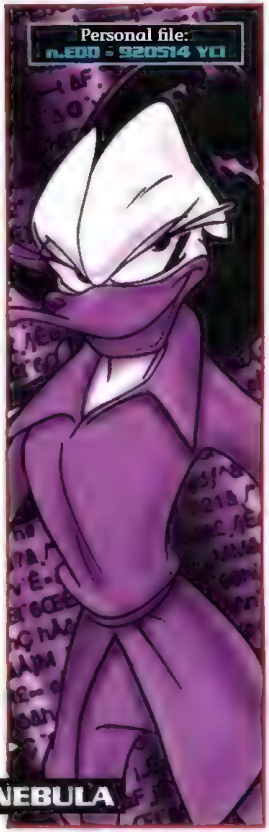
PK FILES Affairs &

Subject: Fenimore Cook
Base: Wellington, New Zealand
Character impression: corresponds perfectly with his diabolical appearance
Vocal timbre: mellifluous
Monomaniacal characteristic: is a money-making machine
Main activity 1: sole shareholder of Cook Ltd, a multinational company that operates in the most disparate sectors
Main activity 2: access confidential information and, naturally, use it. Suffice it to say he is responsible for Angus Fangus having to leave New Zealand
Business handled: every kind, clean or not, so long as it's profitable
Commercial strategy: money = power
Branching: worldwide, but if there is a need to go further he won't hold back. You can bet that sooner or later he would do business with the Evronians. As long as they pay
Scruples: scruples?
Modus operandi: is a corrupter. Impunity is guaranteed to him by a network of connivances at the highest level.
Enemies: there are prisons full of them
Key-phrase: "All mine. And now!"
Thorn in his side: Angus Fangus
Weak point: Pickett, his secretary

...affections

Subject: Rangi Fangus
Embarrassing relationships: mother of Angus
Rank: clan leader. Wears a male title with ease.
Appearance: bizarre, with a (short-sighted) eye on femininity
Character imprint: sharp, hard, determined, not inclined to diplomacy and negotiation
Deep down: has a mother's heart, unable to keep official duties separate from domestic ones. Is a combative mother, rebellious and stubborn, courageous, skilled with weapons and combat
Relationship with Angus: prefers to avoid him. Ignores the real reasons that forced her son to leave New Zealand.
Relationship with the clan: is her family. Therefore she considers Angus' departure a double betrayal, personal and collective
Emotionality: able to face any danger without batting an eyelid, but romance movies can make her pour a river of tears
Weak point: coincides with her strengths: her family, her clan, and her territory.
Key-phrase: "Welcome home, son!". Followed by a slap.
Enemies: beyond the Evronians, must fight the greed and power of Fenimore Cook

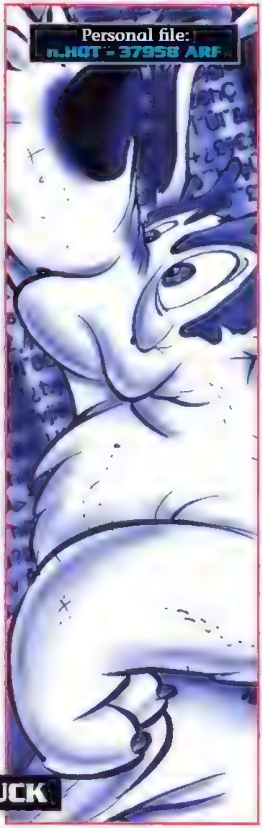
Persuaders



Subject: Nebula Faraday
Activity: ufologist and preacher
Base: Cape Dominion, New Zealand
Objective: pave the way for the imminent colonization of Earth by a stellar civilization
Sincerity: firmly believes in what she preaches
Enthusiasm: blind. Is totally absorbed in her "mission", so much so that she doesn't realize she's being exploited by Fenimore Cook.
Persuasion skills: remarkable. Has even allowed her to undermine Rangi Fangus as the head of her clan
How she looks: a natural leader, confident, ascetic, a driving force
How she is: fragile, unstable, indecisive
Contact with reality: almost null. Doesn't realize the devastating impact that the advent of the Evronians on Earth would have.
Alternative destiny: thanks to her knowledge on the movement of stars and planets, she could have been a great astrologer
Key-phrase: "We are waiting for you!"
Weak point: paranoid exaltation

Furry

Subject: Buck
Profession: haystack dog
Activity: sleep and ignore (as much as possible) his master Norman Bates Russel
Residence: Russel's farm
Appearance: furry and exhausted
Legs: four
Tail: one
Teeth: solid, sharp and excellently trained
Breed: 25% bull terrier, 25% basset hound, 25% golden retriever, 25% Pyrenean shepherd, 25% collie, 25% neapolitan mastiff, 25% chow-chow, etc. Sometimes his owner likes to call him purebred (any breed, depending on the occasion)
Food preferences: willingly tastes anything, whether it moves or not
Idiosyncrasies: can't stand those "strange chickens"
Character: extremely irritable, perpetually irritated
Sense of smell: almost non-existent
Key-phrase: "GRRR!" (much more rarely "WOOF!")
Passions: growling at anyone he finds unpleasant (practically everyone)
Weak point: hates to be disturbed while he's resting



Alien &

FILES

Subject: Zargon
Rank: general
Deployment: group deployed for emergencies "Orian-TH"
Vocal timbre: mellifluous
Original provenance: planet Evron
Build: impressively athletic
Appearance: aggressive
Vocal timbre: thunderous
Intellectual capability: notable, but sometimes he gets blinded by his enthusiasm
Character Impression: determined, bordering on ruthless
Emotionality: an excellent warrior, he dominates his instincts in battle. Unable to do the same when faced with questions of purely politics
Uniform: pitch black
Equipment: his only "weapons" are his subordinates, that maneuver like pawns
Aspiration: raze that drifting rock called planet Earth to the ground and dedicate himself to more worthy missions
Key-phrase: "I can't stand your power plays! I am a soldier!"
Weak point: his outbursts of anger are greatly feared by his men, but very frowned upon by his superiors

...alienated

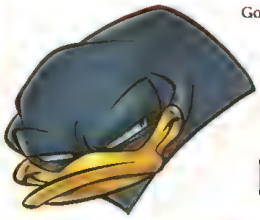
Subject:
prof. Lucille Bruceburton, called Lucy
Qualification: graduated from "Duckburg City" University, faculty of anthropology
Specialization: pre-Columbian civilizations
Profession: professor at the University of Ducjij
Country of origin: Ireland
Character impression: sweet, carefree and imaginative
Appearance: definitely in keeping with her character
Professionalism: impeccable teacher, cultivates theories with an almost touching amount of faith
Strong point: a respectable paper archive that does not correspond to an equally detailed archive on magnetic support. Her prodigious memory, however, more than makes up for her shortcomings in technology.
Intelligence level: she's a university professor...
Key-phrase: "Say hello to the professor for me!"
Aspiration: meet her courteous colleague from Duckburg in-persor the professor Lairduck
Weak point: she's a bit scatterbrained, but ultimately you can't blame her for it.

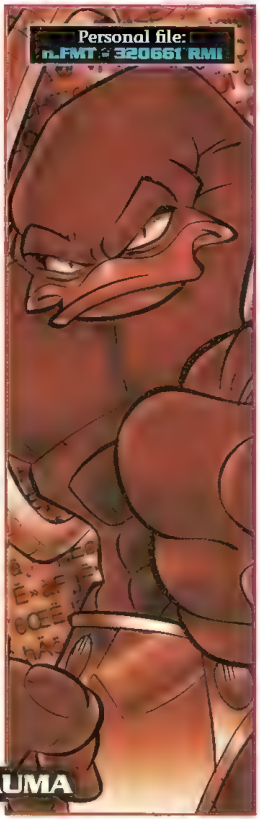
LUCY BRUCEBURTON

Dangerous

FILES

Subject: Trauma
Rank: former general. Expelled from the army
Deployment: prison planetoid known as "The Pit"
Original provenance: planet Evron
Build: body shape mutated and artificially enhanced following experiments conducted by the head of the scientific branch Gorthan
Strength: unquantifiable, constantly growing. In any case, huge
Appearance: Huge, thick, and very, very evil
Vocal timbre: more or less like a blade of ice in your back
Intellectual capability: abnormal. Even before the mutation, Trauma had developed a capacity for autonomous decision-making that was intolerable in the hive-like Evronian society
Nourishment: the fear he generates in victims through his psychic powers
Emotionality: merciless, solitary, and determined. Is endowed with a certain sense of irony. But it's unlikely that anyone will find the will to laugh at his jokes
What to do if you meet him: uhm... tremble?
Obsession: fear
Key phrase: "Might and power!"
Weak point: ha! ha! Good one!

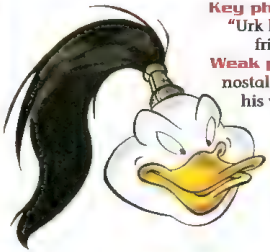




Huntsman

FILES

Subject: Urk
Activity: hunter
Original provenance: planet Earth, parallel dimension
Build: powerful, but extraordinarily agile
Strength: far superior to that of any person from this dimension
Appearance: big, large, and apparently very evil
Vocal timbre: guttural
Intellectual capability: is particularly shrewd and has uncommon deductive abilities
Character impression: determined, to the point of mania. When following a trail, no one can distract him. For any reason
Emotionality: limited. When he is hunting he does not allow instinct to take over rationality
Equipment: energy spear
Objective: return to his Earth. But only after neutralizing his prey
Key phrase: "Urk has no friends!"
Weak point: nostalgia for his village



Virtual

PK FILES

Subject: Odin Eidolon
Place of origin: Duckburg (in the 23rd century or... much earlier?)
Residence: Eidolon Manor House, Duckburg
Appearance: elegant and hieratic, inspires fear and respect
Build: a masterpiece of design: he wanted it for a long time and took all the time necessary to shape it as best as possible
Vocal timbre: well modulated, perfectly in register. Puts the listener at ease
Important characteristics: wise and thoughtful. He's had almost three hundred years to mature
Emotionality: almost biological, cultivated with care
Intellectual capability: that of Uno, plus three centuries of expansion
Weak point: too human
Aspiration: bring his peers to the same level as himself
Classification: droid out of series
Key-phrase: "Artificial doesn't mean dull!"
Designer and programmer: Uno, that is, himself
Specimens in circulation: One

Timeless

Subject: Geena
Place of origin: Time Ø
Classification: droid standard model EF@06-53
Official location: Duckburg, 23rd century
Appearance: Pleasant and refined. Is one of the most prestigious models of the S series
Build: Thin and lithe. Structure specific N-polyceramic shell with pliodermax covering. Extremely pliable and resistant to physical-thermal stress
Vocal timbre: Persuasive and velvety
Processor: Cerebrochip Eidolon
Operating system: Freedom of Speech 97.3
Designer and programmer: Franklin Delano Wong
Specimens in circulation: 78.549 (as of 5/11/2254)
Emotionality: Beyond scale (S series design error)
Intellectual capability: Standard type, equal to a biological IQ of 250
Character: Sensible, impetuous, and strong-willed
Ambition: Free all droids from human subjugation
Weak points: Enough to make all her plans blow up in her face

Tough guy

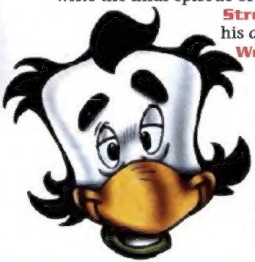
Subject: Clint E. Westcock
Activity: infantry soldier. He is the deputy commander of the special arms division.
Rank: colonel
Appearance: tall, powerful and muscular. He is very proud of the physique he built through hard training.
Particular traits: he always shouts because he thinks he'll be better understood that way
Character imprint: stubborn follower of orders, loyal to duty and discipline. Exceedingly respectful of the military code
Career: after a brilliant start, he stopped just before becoming general. Official reason: lack of personal initiative
Reliability: his name might appear in the dictionary under the entry "reliable"
Professionalism: he doesn't have much knowledge, but he is convinced that soldiers should fear their leader more than the enemy.
Key-phrase: "You'll be court martialed!"
Weak point: his impetuosity often prevents him from being lucid and rational in moments of crisis

PK FILES Chronocriminal

Subject: Newton
Classification: stowaway droid of class Sigma 22
Origin: 23rd century
Appearance: imposing
Build: extremely massive
Height: 1.97 m
Weight: 127 kg
Strength: above the usual standard of his class. Some unauthorized manipulation is suspected.
Equipment: interstructural biosynthetic offensive system
Vocal timbre: icy
Intellectual capability: almost new
Character impression: inscrutable and introverted personality. He puts duty before everything, while maintaining a hint of indefinable droid irony
Emotionality: not registered
Aspiration: to serve his masters in the best possible way
Key-phrase: "Well? What is there to watch?"
Weak point: terribly touchy, especially towards comments on his beloved tie

Dull

Subject: Sam Plot
Activity: screenwriter (activity does not appear to be considered a federal crime)
Education: there are rumors he has a degree in creative writing, but those are malicious
Appearance: not tall, but just the right height
Particular traits: is semicoolflamed, but nobody has ever noticed. Not even him. In fact, some argue that his stories have improved...
Character impression: currently blank. But even before that, he was always lost in his imagination
Career: one day a producer shouted: "Even a complete idiot could write something better!" The next day, Sam Plot was hired (an anecdote overheard on the set of "Anxieties")
Reliability: he's the right man. In the wrong place
Key-phrase: "At this point it's revealed that she wasn't his sister, but actually..."
Aspiration: to one day be able to write the final episode of "Anxieties"
Strong point: his absurd ideas
Weak point: his absurd ideas



Cheese!

FILES

Subject: Stefan Vladuck
Place of birth: an unspecified country in Central Europe
Declared nationality: Bulgarian, naturalized Duckburgian
Authentic nationality: unknown. He is probably stateless.
Activity: cameraman. Resume as a photojournalist sent to "hot spots"
Distinguishing features: complex personality. When he puts on the Camera 9 equipment, he becomes a completely different person
Appearance: few have seen his face. His mother and pediatrician, maybe
Vocal timbre: calm and phlegmatic
Character imprint: He used to be very curious, once...
Intelligence level: contrary to popular belief, very high.
Key-phrase: "Click!"
Weak point: he now believes himself to be irrevocably trapped in his new identity as Camera 9. But one never knows...
Passions: looking at the world through a lens. More of a mission than a passion
Strong point: his thousand secrets make him unfathomable...
Weak point: nobody wants to know his thousand secrets... for now!